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//Example 29
#include <stdio.h>
#include <stdlib.h>
#include <string.h>          //strcpy

typedef struct item
{
    char string[41];
    struct item *next;
} items;

int main(int argc, char *argv[])
{
    char string[41];
    items *head, *tail;
    items *current;

    head = NULL;
    tail = NULL;

    printf("please enter a full string or enter to quit:");
    gets(string);

    while(strcmpi(string, "") != 0)
    {
        current = malloc(sizeof(items));
        strcpy(current->string, string);
        current->next = NULL;
        if (head != NULL)
        {
            tail->next = current;
            tail = current;
        }
        else
        {
            head = current;
            tail = current;
        }

        printf("please enter a full string or enter to quit:");
        fflush(stdin);
        gets(string);
    }

    current = head;
    while(current != NULL)
    {
        printf("%s \n", current->string);
        current = current->next;
    }
    system("PAUSE");
    return 0;
}

```